

JELANI JOHN

SENIOR SOFTWARE ENGINEER

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PROFESSIONAL SUMMARY

Senior software engineer with 15+ years of experience delivering production systems across fintech, real estate technology, blockchain, and consumer products. Hands-on technical leader with recent work preventing financial transaction failures, cutting cloud/API costs by 90%, modernizing legacy applications, building polished user experiences, and leading complex systems from architecture through production incident response.

SKILLS

Languages: TypeScript/JavaScript · Python · SQL · Go · Java · PHP

Frontend & Mobile: React · React Native/Expo · Angular · Flutter · Astro

Backend & Data: Node.js · NestJS · GraphQL · PostgreSQL · MySQL · Firebase

Cloud & Infrastructure: AWS · GCP · Docker · Temporal · CI/CD · Cloud FinOps

Leadership: Technical leadership · Mentoring · Incident response · Cross-functional delivery · AI-assisted development

EXPERIENCE

Gluefi — Senior Software Engineer → Lead Engineer Mar 2025 – May 2026

Fintech infrastructure for tokenized finance in Japan

- Prevented duplicate treasury transfers by diagnosing a Temporal retry bug capable of executing the same operations up to 3× and implementing S3-backed idempotency controls.
- Delivered a comprehensive admin dashboard (accounts, tasks, revenue, treasury management) backed by live data with role-based access, localized in English and Japanese, plus a verification Review Center with filtering, search, and approve/reject workflows.
- Designed a modular, reusable front-end system for rapidly building branded web products, and integrated passkey-based authentication with the backend.
- Traced recurring production 5xx errors to database connection exhaustion and VPC connectivity, adding connection pooling; fixed a Postgres connection leak in auth flows.
- Recovered dev databases after a destructive CDK deployment by restoring from RDS snapshots and re-importing resources into the CloudFormation stack.
- Built robust transaction polling with exponential backoff, and a two-phase transaction-deduplication utility.

BLAPP — Senior Software Engineer → Fractional CTO Mar 2024 – Present

Discovery/e-commerce platform for Black-owned businesses

- Own the product's technical roadmap while guiding an external development team through modernization, performance, and reliability work.
- Cut Google Maps/Places API costs by 90% after viral growth added 80,000+ users in 3 days and exposed \$23,940 in API spend, introducing intelligent caching, on-demand media loading, tighter search boundaries, and payload optimization while preserving full app functionality.
- Led a major dependency modernization – updating codebase stalled after a 3-year development gap.
- Drove sustained performance and stability work: eliminated navigation memory leaks, added map caching, debounced search, reduced image payloads, and resolved a widespread crash affecting users.

Bloomberg — Senior Software Engineer May 2023 – Jan 2024

- Engineered audit trails, compliance updates, and industry-guideline implementations for FXGO and related Electronic Trading team dashboards; also led early discussions on responsible LLM and AI adoption.
- Spearheaded a high-visibility project enabling streamlined testing of multilateral trading facilities; worked with senior management on legislative requirements and audited QA teams to normalize metrics and reporting workflows.

FlyPilot Studios | Online Marketing Group — Software Engineer → Lead Engineer *Jun 2015 – May 2025*

Ten-year recurring consulting relationship, alongside full-time roles

- Built lead-generation pipelines that parsed inbound listing-platform and CallRail emails into Spark/Nestio CRMs with source attribution, UTM mapping, Google Sheets appends, and offline conversion tracking.
- Integrated custom apartment availability search and MLS/property-search experiences, including MLSGrid feed ingestion with deduplication against existing property data.
- Modernized reusable CMS architecture across Sanity, Rails/Heroku, AWS media storage, WordPress, Gutenberg, and ACF block systems while minimizing disruption to live client sites.
- Implemented testing and CI/CD pipelines that enabled a multinational 24-hour development workflow with minimal errors, while optimizing load times from 15+ seconds to under 2.

Bowery Valuation — Senior Software Engineer *Oct 2020 – Oct 2022*

- Built an application that helped appraisers create accurate commercial and residential property reports, including a custom word processor with dynamic access to relevant property data.
- Conceived optimizations to the team's product-review cycle improving productivity, mentored junior developers, and led initiatives increasing visibility between product, design, and technology teams.

Capital One — Senior Software Engineer *Jun 2019 – Apr 2020*

- Developed a high-visibility commercial credit product that let former white-glove customers view and interact with their credit assets through a self-service experience.
- Introduced well-known react-saga models reducing future technical debt, completed a major client-facing refactor under a time crunch, and mentored junior associates.

BlockApps — Full-Stack Blockchain Developer *Mar 2018 – Jun 2019*

- Architected a system tracking product status across four companies; blockchain for provenance and data privacy.
- Managed teams of 2–4 to deadline while sustaining code quality and customer satisfaction; led client requirement-gathering, endpoint integration, and an on-site customer training workshop.

NYU ITS — Full-Stack Developer *Nov 2011 – Dec 2016*

- Built a web application streamlining billing and tracking for financial agreements across multiple NYU departments.

ADDITIONAL EXPERIENCE

American Express · S&P Capital IQ (McGraw Hill) · Delivery.com · Droga5 · Remedy Partners · IROKOTv · Fleishman-Hillard · UJA Federation · HeartBeat Ideas · Infosys Technologies, and others — full-stack engineering and project management roles.

EDUCATION

New York University, Tisch School of the Arts (ITP) — MPS, Interactive Telecommunications

Rensselaer Polytechnic Institute — BS, Computer Science · BS, Psychology · Minor in Game Design